

Arcade::Core::Runner

- _games
- _renderers
- _game
- _renderer

- + setGame()
- + setRenderer()
- + getGames()
- + getRenderers()
- + runGame()
- + runShell()
- + loadLibraries()
- + Runner()
- + Runner()
- + Runner()
- + ~Runner()
- + operator=()
- _drawObject()
- _handleEvent()